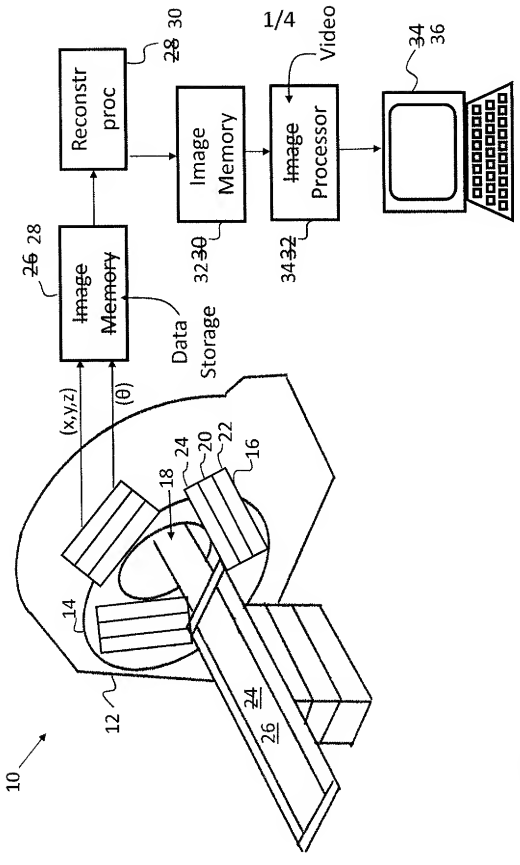
1/4
10
12
14
16
18
20
22
24
24
26
(x,y,z)
(θ)
26 28
Image Memory
Data Storage
28 30
Reconstr proc
32 30
Image Memory
34 32
Image Processor
Video
34
36

FIG 1